

For 2 to 4 Players / AGES 3+

## MEESKA MOOSKA, IT'S MICKEY MOUSE FUN TIME!

Play along with Mickey Mouse and the Clubhouse gang! There are two versions of this fun learning game. In the first game you'll learn and match numbers to your gameboard. In the second game you'll learn and match letters while you build words! Hot diggity dog! Both games are tons of fun, so are you ready? Everyone say, "Yes!"

## CONTENTS

- 4 double-sided gameboards • 60 Letter/Number tokens • Token bag


## GAME SETUP

- Have mom or dad help you punch out the gameboards and 60 letter/number tokens from the parts sheets. Please recycle the waste.
- Place all of the letter/number tokens into the token bag. Shake the bag well to mix up all of the tokens.
- Each player selects one gameboardmer Place any unused gameboards back in the box.
- Choose which game to play, ${ }^{7{ }^{\top+} 11}$ MICKEYPS NUMBERS GAME or Win GOOFV'S LITTERS GAME.
- Howa zeberzu eb onvorin it a unter al ojolion oferoa rexar



## MICKEY’S NUMBERS GAME

GAME 1:<br>Reinforces:<br>- Number Matching

## HOW TO PLAY

1. The youngest player goes first. Play continues to the left.
2. On your turn, without peeking, take one token from the bag and check to see If the number side matches one of the numbers on your gameboard. If you made a match, place it in the correct spot on your gameboard.
What did you find? 2! That's right!
Can you find the number 2 on your gameboard? Count the items in the plcture.
Hot dog! You got It.
3. If you don't have a matching number on your gameboard, place the number back in the bag. This ends your turn.

## WINNING

The first player to fill a line of numbers across, down or dlagonally on his or her gameboard with matching number tokens is the HOT DOGI Congratulations.

## GOOFY'S LETTERS GAME

GAME 2:<br>Reinforces:<br>- Letter Recognition<br>- Basic Words

## HOW TO PLAY

1. The youngest player goes first. Play continues to the left.
2. On your turn, without peeking, take one token from the bag and check to see if the letter side matches one of the letters on your gameboard. If you made a match, place it in the correct spot on your gameboard.
What did you find? An L!
That's right!
Can you find an L on your gameboard?
Hot dog! You got it.
3. If you don't have a matching letter on your gameboard, see if you can help your friends out! Show the letter token to the other players and see if any of them can make a match. If more than one player needs that letter, you get to pick which player you give it to. Be sure they use their good manners and say, "Thank you!" For being nice to your friend and for being helpful, pick another letter. This ends your turn.
4. If no one can make a match, place the letter back in the box and out of play. This ends your turn.

## WINNING

The first player to fill his or her gameboard with 15 matching letter tokens is the HOT DOG! Congratulations.


We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept.,
P.O. Box 200, Pawtucket, RI 02862. Tel: 888-$836-7025$ (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la

Province, Longueuil, QC Canada, J4G 1G2.
© Disney.
The HASBRO and PLAYSKOOL names and logos are © \& © 2007 Hasbro. Pawtucket, RI 02862. All Rights Reserved.
TM \& ® denote U.S. Trademarks.
1014054400

## PROOF OF PURCHASE

LETTERS \& NUMBERS GAME
hasbrogames.com


